

OHHS Career and Technology Computer Science Course Syllabus



Course Name: Video Game Design I, II, & III

Course Codes: CTO154 (VGD I), CTO155 (VGD II), CTO156 (VGD III)

Grades: 9, 10, 11, 12

Length: One Semester/Half Credit

Course Fee: None

COURSE DESCRIPTION:

This course will give students experience and knowledge in the computerized design of video games. Various programming and graphics tool will be utilized.

COURSE RESOURCES:

Programming Design Tools: Scratch (VGD I)
Unity (VGD II & III)

Hardware: Computers with browser and internet connection

GRADING SCALE:

90% Daily Work (Assignments/Projects)

10% Professionalism

Points will be given and a grade based on your percentage of points on .

93% & above	A	83-86.99%	B	73-76.99%	C	60-66.9%	D
90-92.99%	A-	80-82.99%	B-	70-72.99%	C-	below 60%	F
87-89.99%	B+	77-79.99%	C+	67-69.99%	D+		

Assessments:

Quizzes and projects on the topics covered within Video Game Design.

Daily Work:

This grade will be based on completion of collaborative and individual tasks/activities.

Professionalism:

- o You will typically earn 2 points a day for coming to class and working in a professional, cooperative, and productive manner. Bonus points are available for exemplary work habits. The following actions will earn your points:
- o On time
- o In uniform, dressed appropriately
- o On task – working on appropriate tasks
- o Respecting others with words and actions – builds others up!
- o Obeying class rules

MAJOR ASSESSMENTS:

Project Presentations

MATERIALS/SUPPLIES:

Computers with internet access – provided in classroom

INSTRUCTIONAL UNITS:

- Scratch Engine (VGD I)
 - Race, Keyboarding Game
 - Maze, Pong, Snake
 - Fireworks, Spirographs
 - If Then Else, Repetition
 - Variables, Building Blocks
 - Timing/High Score Table
 - Cloning, Sprites
- Unity Engine (VGD II)
 - C# Scripting
 - Unity Playground
 - Asteroids
 - Number Wizard Console
 - Prison Escape
 - Attitude of Gratitude
 - Number Wizard UI
- Unity Engine (VGD III)
 - Pong
 - Arkanoid
 - Tetris
 - Selected Game options

OHHS PLAGIARISM POLICY:

Any student, who knowingly turns in any work that has been done by someone other than himself or herself, and fraudulently represents it as his/her own, shall be considered to have cheated. Cheating also includes: aiding someone else in cheating, the use or preparation of written, pictorial, or other materials not authorized by the instructor during a test or assignment, the use of testing materials obtained previous to the test date, or plagiarism of any kind. Students found cheating will also be subject to an office referral, which could result in a suspension. As an effort based school, students who have plagiarized/cheated must still demonstrate their learning. Thus, students will be given the opportunity to complete the work. This will fall under the “Late Work Policy” of the teacher where total possible points may be reduced

RE-DO POLICY:

OHHS is an effort based school where we believe all students can learn. We also know that students learn at different rates. Thus, we are implementing a re-do policy that recognizes the needs of individual learners.

100% Re-do

- Assessments (with exception of the Final semester project)
- Key Assignments: Evidence that demonstrates mastery of a standard

Teachers may:

- require completion of supporting assignments prior to re-do opportunities for students to show they can meet the standard.
 - *All unit assignments must be completed and corrected by the student prior to retaking a unit exam.*
- require students to complete re-do of work outside of class time.
 - *All make up work and re-dos/test retakes will be done during Tutoring/Extra Help times listed below.*
- limit the number of re-do opportunities for each assignment.

- *Students will have 1 re-do/retake opportunity for each test/project.*
- assign zero grades when students choose not to do key assignments and/or assessments to standard.
- have different requirements for late work.
 - *See Late Work Policy below.*

All opportunities for re-do work will come with a deadline as assigned by the teacher.

- *Students will have 1 week from when the original Project/Test was scored and returned to the class to complete re-do work or to retake a test.*

LATE WORK POLICY:

All daily work can be completed up until the day of a unit exam/project presentation. After that, no credit will be given.

TUTORING AND EXTRA HELP

The computer classroom, room A216, will be open at 7:15 in the morning before school and it will stay open until at least 2:45 pm after school. Students are welcome to come in and type or work on class projects during those hours.

Students needing extra help can come in after school Tuesdays and Wednesdays.

- Students unable to come in after school can make an appointment for before school or during their lunch.

The computer classroom will be closed Mondays after school because of teacher meetings.

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